

ABSTRACT

A first computing device is connected to a second computing device over a conventional communication network or other switching device or network using a predetermined communications protocol or a unified protocol. The unified protocol enables remote control of a display device by abstracting out differences in protocols, thereby eliminating the need to develop different interfaces between systems. By implementing the system as COM objects, other available protocols can be dynamically integrated. Upon connection of the first computing device to the second computing device, the screen of the second computing device is displayed on the screen of the first computing device. The first computing device is capable of watching or monitoring the second computing device, or the first computing device can control the second computing device. The first computing device can switch between the watching / monitoring mode and the controlling mode in a reversible or toggleable manner.

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